

RESPONSE OPTIONS

A.L.i.C.E.

*Middle School Workshop
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THE Lesson from VT:

Fatalities: **28** vs. **2**

Passive vs. **Proactive**

Room 210 No Class	STAYED DOWN Room 206 - 14 Present Killed - 10 Wounded - 2	Jumped & Barricaded Room 204 - 19 Present Killed - 2 Wounded - 3	Room 200 No Class
Killed 1			
Offices	STAYED DOWN Room 211 - 19 Present Killed - 12 Wounded - 6	BARRICADED AFTER 1ST TIME Room 207 - 13 Present Killed - 5* Wounded - 6*	BARRICADED Room 205 - 12 Present Killed - 0 Wounded - 0

Data from Chapter 8, Virginia Governor's Report on Virginia Tech.



**RESPONSE
OPTIONS**

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BUILDING A MINDSET

1. We trust you to make life-saving decisions.
2. Doing something is better than nothing.
3. Communicate early and often with the people around you- KNOW YOUR SURROUNDINGS.

A.L.i.C.E

Common Sense, Just not Common Knowledge

**Alert
Lockdown
Inform
Counter
Evacuate**

ALiCE is NOT a linear, progressive response.

ALERT

- ☐ **Information is the key to good decisions**
- ☐ **Information should flow in all directions**
- ☐ **Provide as much initial intel as possible to as many people as possible**
- ☐ **Use any and all available means**
- ☐ **May be your sensory inputs**

Lockdown

- Excellent starting point
- Locked doors provide a time barrier. Locks can, and have been defeated.
- **BARRICADE** The idea is to create a stronghold that nobody can breach... BE A HARDER TARGET!
- Once Lockdown is in effect no one should be allowed into a secure room under any circumstances. Only open your locked door for uniformed police personnel.

Barricade



Inform

- **Provide as much real-time information as possible by all means possible.**
- **Empower those under threat to use this information to make single or collective decisions as to the best option for survival.**
- **Be flexible because the situation will be dynamic and fluid**

Counter

**You can survive contact with
an armed intruder!!**

- ❑ **Police miss 80% of their shots in dynamic events.**
- ❑ **The “bad guy” is not usually a highly skilled shooter.**
- ❑ **Engage in acts that will require very high skill level:**
 - ❑ **Noise**
 - ❑ **Movement**
 - ❑ **Distance**
 - ❑ **Distractions**
 - ❑ **SWARM**

Evacuate

- ☐ Only 2% of Violent Intruder events have been by more than one person.
- ☐ If he is inside, you get outside.
- ☐ Cannot use car to evacuate
- ☐ Reunification points established

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